

1 **ABSTRACT**

2 A console-based multi-user authentication process allows multiple users of
3 a game console to be authenticated together in a single request/reply exchange
4 with an authentication entity. The results of which is the possession of a single
5 ticket that can be used to prove authenticity of multiple authentication principals to
6 one or more online services. Also described is a handshake process that can be
7 used to initially establish an authentication account for each game console, in
8 which the account creation server can trust that a genuine game console is making
9 the request.